

The Seven Godslayers

Hello everyone, it's been a while. I am the author, Takedzuki Jou.

On this occasion, the publisher asked me to write up a manuscript for bonus material to be included with the manga...

As a result, contrary to my usual practice, I wanted to talk about some secret details about the background setting.

The main topic is about "The Seven Godslayers."

Possessing many troublesome abilities—mainly devilish abilities for tormenting the author's creativity.

In other words, the power to "seek victory against hopeless odds."

Rather than power, perhaps it might be more apt to describe it as "the obstinate willpower to struggle for survival."

If it weren't for this special quality, I think life would be much easier for me as the author.

For example, "Godou vs Marquis Voban—Of course the Marquis will obtain overwhelming victory!"

If that were the case, I wouldn't need to write the manga's 3rd volume or the novel's 2nd volume.

Our protagonist would have lost directly, thus ending the story.

Without a hot-blooded climax in the plot at all, it'd be super easy and relaxing to write (wry laugh).

However, those godslayers are all fellows who refuse to give the author an easy time.

This leaves me no choice but to write a bit about the character profiles I've accumulated.

The information about authorities is limited to those that have either appeared or mentioned in the original story.

Take Marquis Voban for example, he still possesses other authorities not listed here, but it is currently not the right time to reveal them...

Sasha Dejanstahl Voban

Basic Abilities

1. Physical Endurance: super strong
2. Athletic Ability: agile as a wolf
3. Intelligence: flawlessly perfectly smart
4. Senses: animal-like instincts
5. Vitality: a beast's vitality

Personality Traits

1. irrational desire seeking conflict
2. fake gentleman, fake intellectual airs
3. unforthright tsundere
4. very similar to Godou

Authorities

- **Legion of Hungry Wolves**
 - Capable of summoning dozens to hundreds of demonic wolves as familiars. Also allows Marquis Voban to transform himself into a wolf or a werewolf.
 - Furthermore, this authority allows him to turn other people into wolves (permanently).
 - Occasionally, the Marquis would turn subordinates into werewolves for punishment/reward/pranking purposes.
- **Sturm und Drang**
 - An ability to summon storms and control wind, rain and lightning. If the Marquis depletes his entire stamina to invoke this authority, climate can be controlled on a country's scale.
- **Death Ring**
 - Allows those who were personally killed by the Marquis to be turned into undead ghosts and servants. Invoked at locations such as ancient battlefields or graveyards, it can also reveal the number and facial appearances of the dead present. This authority allows communication with the souls of the dead and can force them to answer questions. The Marquis has turned several divine beasts slain by him into undead servants. These divine beasts are currently sleeping underground at the Marquis' homeland of the Balkans. Unlike ordinary servants, these beasts cannot be summoned by teleportation due to their excessively powerful spiritual energy.
- **Curse of Sodom**
 - All living organisms turn into salt crystals after being gazed upon by the Eyes of Sodom.
 - There is no limit to the number of targets. Thousands or tens of thousands present can be turned into salt at the same time, but unlike Athena's petrification, this does not affect inorganic matter. When using this authority, Marquis Voban's vision is extended to a range of several kilometers, combined with the power of seeing through obstacles without hindrance. This move essentially cannot turn gods or godslayers into salt, but it is possible to turn parts of the opponent's body into salt for short durations.
- **Otherland's Dragon**
 - Upon use, the physical body enters a state of suspended animation while the ectoplasm transforms into a giant black dragon.
 - The dragon is tangible and capable of extreme destruction but the original body becomes vulnerable.
 - Turned into a dragon, the spirit can travel to and from the Astral Plane (Netherworld, Boundary between Life and Immortality).

- This authority also grants Voban the ability to resurrect from death through expending a massive amount of magical power. However, recovering the lost magical power requires at least one or two months.
- **Red Punishment**
 - Summoning heavenly fire from the sky that can even incinerate gods to nothing, it turns the entire ground into a sea of flames.
 - As a minimum, the flames will spread across an area large enough to devour an entire city.
 - After that, Voban can stop the flames if he chooses to do so. Of course, letting them continue is fine as well.
 - These flames can burn for at least seven days and seven nights. An authority used for scorched earth tactics rather than direct combat.

Notes

- Let's start by introducing the Marquis who is the most senior out of the seven godslayers. Liliana has clearly stated many times that the Marquis is a man without hobbies. Actually, he loves sports. His character profile states that the mult centenarian Marquis frequently practices boxing on punching bags, undergoes weight training, and rides his custom-made bicycle to become the "Speed Demon Marquis." In any case, the Marquis is an orthodox villain and also a dark hero. One day, it'll be quite fun for me to write about the Marquis' leisurely stay in Victorian England.
- Also, one other idea I have is—Back then, the Witenagemot selected experts to form a secret organization, the Diogenes Club, to lurk hidden by the Marquis' side.

Luo Hao

Basic Abilities

- Physical Endurance: Ruler of the Martial Realm
- Athletic Ability: Ruler of the Martial Realm
- Intelligence: smart but inexperienced in worldly matters
- Senses: keen but inexperienced in worldly matters
- Vitality: unyielding resilience

Personality Traits

- Ruler of the Martial Realm
- lacking neither valor nor intelligence, peerless in the entire world
- gets stronger the more dere
- Onee-sama

Authorities

- **The Power & Dragon Voice**
 - Because the authorities of divine might and ultrasonic songs are very simple powers, there isn't anything particularly special in their backgrounds, so it's pretty much as described in Volumes 6 and 7.
- **Hopeless Forest**
 - The ability to create plant life in the surroundings. Effects can be controlled to the size of a small meadow of flowers or turning the entire Japan into a jungle, with time and magical power requirements. Apart from ordinary vegetation, man-eating or sentient plants can even be created. If Her Eminence were to invoke this authority at full power, even turning the entire China into a Rotten Sea is no difficult task—
- **Terrible Metropolis**
 - The area where Her Eminence Luo Hao makes her residence will automatically prosper. In the beginning, soil will become rich and agriculture will produce bumper crops. This authority also works on an economic level, resulting in astounding industrial development in the area. Blessed by various degrees of good fortune, the inhabitants gradually rise in class and quality, producing stability in government. However, this authority requires a certain level of population in an area before it can activate. Also, decline will quickly set in after Her Eminence leaves.

Notes

- Second is the transcendent beauty and the most vicious devil king, Luo Hao-oneesama, original name Luo Cuilian. As the author, I believe she is the most moe character in the entire *Campione!* series. Readers who only follow the manga adaptation probably have no idea who Luo Hao is, right? Please immediately head over to the bookshop and buy Volumes 6 and 7 of the novel to see how outrageous—no, how great—she is (laugh).
- Also, the authorities of godslayers are not all necessarily used for combat. Depending on their respective personalities and interests, there are many examples of strategic, spellcraft-related or ritual-type authorities. These tendencies are particularly obvious in Her Eminence's case. As for why she would have such tendencies, naturally, it's because of her matter-of-fact pride.
- Example: "Standing at the pinnacle of the martial path, I already have the peerless Divine Might and Dragon's Roar, why would I need any other special moves? ...Redundant!" Since she is someone who calls herself "the pinnacle of the martial path," naturally, she could not be bothered to collect troublesome finishing moves or attack incantations (wry laugh).

Madame Aisha

Basic Abilities

- Physical Endurance: delicate yet resilient
- Athletic Ability: actually very agile
- Intelligence: excellent academics
- Senses: very keen towards danger
- Vitality: enough to survive in any condition

Personality Traits

- always gentle and polite
- super initiative in taking action
- ruinous charm
- forever seventeen

Notes

- Madame Aisha finally enters the stage in Volume 14 of the novel series. Prior to becoming a godslayer, she lived a magnificent life worthy of a world-class play. As for her appearance, personality and authorities, I've always wanted to write about a benevolent troublemaker and the actual result turned out great as expected. I'd be spoiling Volumes 14 and 15 if I wrote about her authorities, so I'll omit them for now. In contrast to the gentleness of her appearance and personality, her every action ends up causing trouble for others. Her authorities also confer abilities that match her personality.

Alexandre Gascoigne

Basic Abilities

- Physical Endurance: unexpectedly good
- Athletic Ability: excellent motor skills and reflexes
- Intelligence: ingenious
- Senses: sharp powers of observation
- Vitality: valor rises with increasing direness of the situation

Personality Traits

- eccentric, likes to act cool
- fake villain
- eleventh grader syndrome
- terrible luck with women (reaping what he sows)

Authorities

- **Black Lightning**
 - Moving at the speed of lightning—divine speed.
 - However, it is difficult to perform precise actions when moving at divine speed and places the body and mind under great strain.
 - Mastering super speed requires careful concentration and experienced technique. The body can be wholly or partially transformed into lightning.
 - After transforming into lightning, the body no longer suffers strain but conversely becomes very fragile against magical interference.
 - Furthermore, this authority has an eponymous attack mode called Black Lightning which produces an explosion of electrical energy with destructive power rivaling Kusanagi Godou's [White Stallion]. Using this move means being unable to use divine speed or turn into lightning for half a day afterwards.
- **Judging Furies**
 - Through several to dozens of minutes of meditation, the territory of vengeance is established.
 - Thereafter, all attacks performed by enemies within this territory will be completely accumulated by the Three Furies.
 - Following the directions of Alexandre Gascoigne, the Furies will reflect the attackers' own moves upon themselves.
 - The more magical power expended during meditation, the shorter the time required.
 - Multiple territories of vengeance can be deployed concurrently.
- **The Labyrinth**
 - A giant labyrinth can be created above or underground. Alternatively, an existing building or landform can be turned into a labyrinth.
 - This move can be also be used in the sky or the ocean. As the labyrinth's creator, Alexandre Gascoigne has several special abilities within the labyrinth, such as "instantaneous movement to the labyrinth's deepest part" and others.
- **Faceless Queen**
 - Summons a half-human half-snake goddess with white wings as a familiar.
 - The goddess can traverse land, sea and air without hindrance and possesses high-level intelligence. She not only has excellent combat abilities but can also handle a variety of tasks. However, she disappears as soon

as her face is seen.

- **Weird Greed**
 - Summons a giant black sphere that can absorb any matter. The black sphere's movement speed is very slow but produces a powerful force of attraction like a black hole's. The sphere's size can be altered by reducing the black sphere's force of gravity.

Notes

- Starting from the fourth is the new generation of godslayers. First of them is Alexandre Gascoigne whom people call Black Prince Alec.
- Looking back at past stories, he is perhaps the godslayer who appeared the most apart from the protagonist.
- A herbivore-type handsome guy with a sharp tongue, his luck with women is also terrible to the extreme.
- Possessing a liking for Da Vinci code-type riddles... He is a person who is a bit hard to get along with.
- Within the story's setting, there is a "Campione: England Episode" that takes place ten years before Godou and his gang became active.
- This story is about how a young Alec and pubescent Alice bickered and clashed in battles of wits, occasionally acting out a romantic comedy. I have no current intentions to write this story.

John Pluto Smith

Basic Abilities

- Physical Endurance: a hero's endurance is very strong, of course
- Athletic Ability: a hero's athletic ability is very outstanding, of course
- Intelligence: a perfect superhuman with a clear mind
- Senses: sharp powers of observation
- Vitality: akin to that of a phoenix

Personality Traits

- pretentious man with an excess of self-performance
- loves acting
- an aloof leader's charisma
- real identity is Annie Charlton

Authorities

- **Metamorphoses**
 - By offering sacrifices, five forms are available for transformation.
 - After a form is used once, it cannot be used again within seven days.^[1]
 1. Archmage, sacrifice required is "a giant man-made structure on the ground."
 2. Jaguar, sacrifice required is "artificial lighting."
 3. Flames of Annihilation, sacrifice required is "rain (local rainfall is halted in the short term) and himself (Smith himself will be incinerated by the flames and will burn to death unless he metamorphosizes into a resilient form beforehand)."
 4. the pitch-black demonic bird, sacrifice required is "the land (an earthquake occurs to destroy the land)."
 5. the snake charmer, sacrifice required is "the corpse of a living creature that someone else killed."
- **The Freeshooter**
 - An authority that shoots arrows of light. Only six shots per lunar cycle.
 - The six shots are refilled on the night of the new moon.
 - Smith primarily fires the arrows of light via bullets. In addition to attacking enemies, the arrows of light have additional functions such as automatic tracking, fragmentation, explosion or glowing brightly, etc for various applications. Firing multiple arrows of light simultaneously can increase offensive power.
 - Also, pouring in a large amount of magical power can also increase power dramatically.
 - For example, by firing two arrows at once, combined with amplification from magical power, it is possible to achieve four to five times the usual power.
 - It is even possible to destroy an entire country by firing six arrows at once.
 - Not just limited to serving as a simple combat weapon, this authority is an all-purpose power that can be used as a tactical or strategic weapon.
- **Lord of the Elves**^[2]
 - The power to travel between the Astral Plane and the mundane world.
 - Moving between realms requires a high level of concentration.
 - Also allows the control of Astral Plane inhabitants apart from gods.

- Can even summon living beings from the Astral Plane for short periods of time.
- However, the summoning location must be land suitable for Astral Plane beings.

Notes

- John Pluto Smith is a masked eccentric as well as the guardian saint of Los Angeles.
- Despite being a devil king, he plays the role of the hero of salvation. Having a fervent passion for performance, Smith seeks magnificence and always arrives fashionably late to the scene at a critical moment. Despite a relatively thoughtful personality, he always acts carelessly in important situations, only caring about the result.
- This type of problematic personality is really quite fitting of a Campione's style (wry laugh).
- Speaking of Smith, I should talk about his real identity "Annie" but let's keep that in reserve for now.
- There's a very interesting story about Annie and I hope to discuss it in the future if there's a chance for a "Annie Case Files" spin-off.

Salvatore Doni

Basic Abilities

- Physical Endurance: outrageously resilient
- Athletic Ability: martial arts genius, sufficient to slay a god
- Intelligence: very poor, of course
- Senses: inborn instincts
- Vitality: cannot die, hence his mental retardation cannot be cured

Personality Traits

- an idiot, of course
- but still quite crafty
- yet ultimately an idiot
- great wisdom resembles idiocy

Authorities

- **Ripping Arm of Silver**
 - An object held in his right hand can turn into a magic sword, slicing through everything.
 - This object does not need to be a sword. Toothpicks or blocks of wood can also turn into a magic sword.
 - The magic sword is imbued with the divine power to slice through all tangible substances. Amorphous gases, liquids and ectoplasm can also be severed successfully. Various miraculous effects are also included, such as leaving behind incurable wounds, magic for burning wounds, etc.
- **Man of Steel**
 - The body obtains the toughness and weight of steel for defense.
 - Becoming heavier does not affect the body's agility, hence, this weight can be used to strengthen attacks.
 - Food and oxygen are not required after turning into steel, thereby making it possible to survive underwater or vacuum conditions for multiple years.
 - As a last resort, can enter a state of suspended animation to avoid death. Naturally, the state of suspended animation is completely vulnerable and presents a sizable risk.
- **Return to Medieval Style**
 - Reduces the level of civilization in the surroundings to that of medieval Europe.
 - All devices that did not exist back then loses their functionality.
 - The effect covers the area of a small city and lasts for roughly half a day. However, if Doni pours in a large amount of magical power on activation, the area and duration can increase dramatically. It is possible to rewind civilization for the major metropolis of Milan for multiple days. This authority has the potential to threaten the world.
- **Divine Confusion**
 - All spells, magical power and authorities lose control within the area of activation.
 - So powerful an authority that even Doni himself cannot control, it appears on first glance to be as useless as [Return to Medieval Style], but can serve as a powerful trump card if used appropriately.

Notes

- Salvatore Doni is the protagonist's self-proclaimed best friend and rival.
- The handsome godslayer and world's strongest swordsman. Usually, this type of character serves as "the protagonist's cool rival."
- But it turns out that he has an additional attribute of "super idiocy."
- To be honest, I really have no idea why I had to write him into this kind of character (wry laugh).
- That being said, Doni is ultimately an interesting man who is hard to get rid of.
- Out of the seven godslayers, he's the easiest one to write, probably due to the simplicity in his mode of thought and action...

Kusanagi Godou

Basic Abilities

- Physical Endurance: quite well-trained
- Athletic Ability: beast-like reflexes
- Intelligence: benevolent but not naive
- Senses: animal-like instincts
- Vitality: won't die no matter how tragic the circumstances

Personality Traits

- serious and sincere
- caring about his friends, extremely chivalrous
- unfortunately, a good-for-nothing
- broadminded as to be tolerant of all types

Authorities

- **The Persian Warlord, Ama no Murakumo, Storm Bringer**
 - These authorities have been detailed in the novels, so I'll reluctantly refrain from introducing them.
 - Considering Kusanagi Godou's distaste for using force or carrying weapons, his abilities mostly fall into either of the two categories: "extremely powerful but difficult to use in a flexible manner" or "convenient but lacking in decisive power."

Notes

- Okay, it's finally time to introduce the protagonist, Kusanagi Godou.
- His flaws are too many to list, such as "only claims to be respectable" or "frequently overturns what he has said in the past", etc, quite a troublesome character.
- However, he is also an honest and very chivalrous youth.
- The eastern concept of chivalry—義侠(gikyou)—can be analyzed in terms of its two constituent kanji, *gi* and *kyou*.
- These two concepts are absolutely essential when discussing Kusanagi Godou's personality.
- So-called *gi* refers to correct behavior and doing what is right, while *kyou* refers to helping the weak. However...
- He always engages accidentally in outrageously destructive behavior while developing relations with multiple girls simultaneously, unable to change his ways no matter how much he tries to reflect...
- ...Truly quite a good-for-nothing. Bluntly stated, he is a non-mainstream hero along the lines of Shimizu no Jirochou, Great Sage Equaling Heaven Sun Wukong or the outlaws of the Water Margin.
- He is unlike virtuous "allies of justice"—Rather, he should be described as an opposite existence.
- Using the Records of the Three Kingdoms as an analogy, Kusanagi Godou would be more similar to Zhang Fei, Cao Cao and Lü Bu rather than Guan Yu or Zhao Yun.
- Indeed, he is a character who is very suited to be a godslayer.

Remarks on the Release of *Campione!* Manga Volume 3

With the conclusion of Volume 3, this also ends the manga adaptation of *Campione!*

To have Sakamoto-sensei as the artist, I sincerely believe that *Campione!* is a very fortunate series.

After all, this series has a large amount of textual information and background, making it a difficult work to adapt.

(It feels kind of weird to say this as the author, wry laugh)

In spite of all that, the manga adaptation is still quite superb in quality.

Sakamoto-sensei has skillfully selected the essential elements and plot from the original work, producing content that is very easy to understand and read despite the limitations in page count.

The drawn characters are very adorable and come across as dignified.

The romantic comedy is lively and cheerful while the battles are exciting and hot-blooded.

The two antagonists, Athena and Voban, are both distinctive and have gravitas.

Furthermore, my personal favorite of nude fanservice was added quite a bit!

Anyway, the good points about this manga are too many to list out and I believe that readers who've finished reading this 3rd volume should already know very well.

Thus concludes the manga adaptation for now.

Sakamoto-sensei, good job for the past while!

Readers, as the original author, I sincerely recommend Volumes 1-3 of *Campione!*'s manga adaptation to all of you.

I hope you will all enjoy a good read.

Takedzuki Jou, 2013

Translator's Notes and References

1. [Jump up↑](#) **Metamorphoses**: Oddly enough, JPS transformed back and forth between the Jaguar and her human form on one occasion and went bird->flames->human->bird on another. Perhaps there is some kind of time limit: after the first activation, a form might be accessible for a certain duration (unlike Godou's incarnations which are gone as soon as he switches to something else). Either that, or the author is mistaken.
2. [Jump up↑](#) **Lord of Elves**: Fairies would probably fit better seeing as Oberon is the king of fairies, but whatever, that's what the author wrote.

Translated by: **Baka-Tsuki**

PDF Created by: **Rwings**